

IAPS Online Chess Competition 2025-26 – Abridged Rules

Competition Overview

The IAPS Online Schools Chess Competition will consist of 2 age sections: an U13 competition and an U9 competition. Each section consists of 3 stages:

- A bonus team qualifier in the Autumn term.
- a combined team qualifier and individual championship in the Spring term.
- a team final in the Summer term.

They will be played on the Lichess website – <http://www.lichess.org>. The competition is open to players/teams from any IAPS school. School chess organisers will be given full support to help them to set up a school team on Lichess and support students to set up their own Lichess accounts.

We would encourage pupils to play in both autumn and spring qualifiers, as this gives more chance of qualifying for the finals.

Entry cost

- U9 section - £20 + VAT per player for 1 – 3 players. £75 + VAT for 4 or more players (unlimited)
- U13 section - £20 + VAT per player for 1 – 3 players. £75 + VAT for 4 or more players (unlimited)

Dates

- Autumn term bonus team qualifier – Thursday 27th November 2025, 3.30pm
- Spring term team qualifier and individual championships – Thursday 12th March 2026, 3.30pm
- Team final – Thursday 11th June 2026, 3.30pm

Under 13 Section

Children must be under 13 years old on 31st August 2025 and therefore be born no earlier than 1st September 2012. This will usually mean they are in Year 8 or below.

The tournament will be conducted using the “Team Battle” feature on Lichess. The Team Battle will last for 60 minutes with a time control for each game of 5 minutes plus 3 seconds per move. The team score will be determined by the sum of the four highest scoring players in the team. The player with the most individual points will win the individual competition.

Under 9 Section

Children must be under 9 years old on 31st August 2025 and therefore be born no earlier than 1st September 2016. This will usually mean they are in Year 4 or below.

The tournament will be conducted using the “Team Battle” feature on Lichess. The Team Battle will last for 60 minutes with a time control for each game of 5 minutes plus 3 seconds per move.

The team score will be determined by the sum of the four highest scoring players in the team. The player with the most individual points will win the individual competition.

Fair Play

It is forbidden for players to use any form of external assistance to play their games in the competition.

Support

Schools will be given full technical support to help them to set up a school Lichess team. Practice tournaments will be available to resolve any technical issues and help files provided.